

CONTRACT

B R I D G E

ASSOCIATION

OF IRELAND

Mini Bridge

6 Modules

**Can be used independently or as an
introduction to Bridge**

**Thanks to The Nederlandse Bridge Bond and the Scottish Bridge
Union for their assistance in compiling this manual**

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Introduction

Some General Points

Successful classes are very much “hands on”

- Do not lecture for long periods – 15 minutes of **talk** is the absolute maximum before giving them something to **do**
- Get your class to work at tables in groups of four, sitting in the appropriate positions. (Odd numbers work in groups of 5, taking it in turns to sit out)
- Illustrate your points by giving them real cards to hold
- Let them work things out for themselves wherever possible
- Concentrate on Duplicate Bridge from the start. (Use boards; make them keep their cards in front of them, use travellers so they can compare results)
- Repetition, repetition, repetition!

Remember – it is all new to your learners.

Do not worry about covering everything and do not wait till everyone has grasped everything

Teaching Hints

Jargon is very dangerous.

Try to be consistent: call a complete deal a ‘board’, reserving ‘hand ‘ for a single set of 13 cards

Talk about ‘trump’ contracts, but ‘ruff’ to win a trick

Your class will be anxious to go off and play at home.

Encourage them to play Minibridge at first (it is essential to learn how to take tricks before bidding can be appreciated properly)

Start each lesson with revision by going over the Quiz or recap.

Members of your class will ask awkward questions about areas you have not yet covered.

Explain that Bridge is **not** difficult but it is wide-ranging. There is nothing complicated, just a lot of it.

The class has to proceed a step at a time. “We will come to that later”

(If necessary have a private talk with the learner who has asked the question.)

Be tolerant - do not pull them up whenever they do something wrong

Be available – explain how they might have done better if they ask

(try not to make up a table in play unless absolutely necessary)

Be entertaining – to keep their interest

Remember – if you find a board interesting it is too difficult for a learner

A successful class need not become great bridge players – **but they learn to love the game.**

AIMS

- To familiarise the class with the mechanics of duplicate bridge: boards, travellers, keeping one’s cards etc
- To teach very basic card play: cashing winners, establishing tricks, opening leads, returning partner’s suit, third hand high
- To emphasise the importance of counting: points and distribution
- To teach the basic strategy of the game – the importance of the game bonus

Minibridge Curriculum

Lesson 1

Content

- ❖ Four Suits (Alphabetical Order) Clubs, Diamonds, Hearts & Spades
- ❖ Order Of Rank (A, K, Q, J, 10, 93, 2)
- ❖ The cards 52 cards 4 x 13
- ❖ Deal
- ❖ Sorting the cards
- ❖ Making tricks with a partner
 - Directions Of Compass N/S, E/W
- ❖ Retaining Cards
 - Place winning tricks ↑ and losing tricks ⇒
 - Point towards whichever side won the trick
- ❖ The rule follow suit, using all 52 cards

Practical

- ❖ Start with the Spade suit (North deals)
 - Remove the 2
- ❖ Deal spades so everyone has 3 cards each
- ❖ Person to dealers left leads to the first trick
- ❖ Whoever wins the first trick leads first to the second trick
- ❖ Play continues in a clockwise direction
- ❖ Add the heart suit (North deals the spades then East deals the hearts)
- ❖ Remove both 2's
- ❖ Deal Spades and hearts so everyone has 6 cards
- ❖ Continue as before
- ❖ Add the Diamond suit (without the 2) South deals diamonds last and everyone has 9 cards – 9 tricks
- ❖ Add the club suit (without the 2) West deals the clubs last and everyone has 12 cards 3 of each.

Assimilation

- ❖ Back to North and use all 52 cards (add all 4 two's back)
- ❖ The rule: Follow suit
- ❖ North keeps note of how many tricks are made by N/S and E/W

Lesson 2

Recapitulation: Lesson 1

Content

- ❖ Counting picture points
 - Beggar My Neighbour
 - A=4, K=3, Q=2, J=1
 - 10 in each suit, per pack
- ❖ Playing with dummy and declarer
- ❖ Declarer scores 40 points for the 7th trick in NT plus 30 for each subsequent trick
- ❖ If declarer makes less than 7 tricks, they lose 50 points for each trick less than 7 they make. Opponents get a plus score.
- ❖ Remember rule follow suit – mention super suit

Practical & Assimilation:

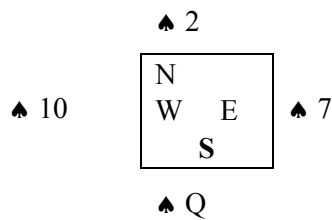
- ❖ Each player receives 13 cards
- ❖ Each player sorts their cards into suits
- ❖ Each player counts his high card points
- ❖ Starting with dealer; each player announces how many points they have
- ❖ The partnership with more than 20 points between them becomes the declaring side
- ❖ Within that partnership, the player with more points becomes declarer, the partner becomes dummy
- ❖ The player to the left of declarer starts with the first card
- ❖ After playing a board, North notes the result at the big score card on the blackboard
- ❖ Play and score 4 prepared boards
- ❖ Give quiz as homework for next week

Examples for Lesson 2

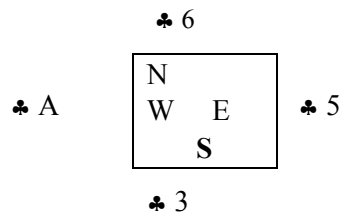
The Trick

Who has *won* these tricks?

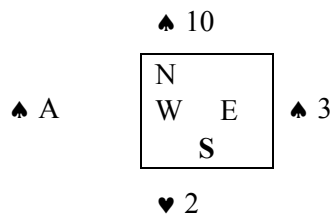
Who *leads* to the next trick?



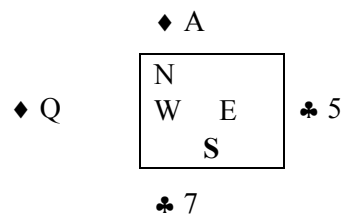
West leads ♠ 10



West leads ♣ A



Hearts are trump. West leads ♠ A



Clubs are trump. West leads ♦ Q

Counting Points

How many *points* have these hands?

Are they average, better than average, or worse than average?

♠ QJ1072	♠ AQ1032	♠ 1075	♠ A54
♥ AK92	♥ KJ6	♥ Q843	♥ Q762
♦ 102	♦ A2	♦ J1062	♦ KJ83
♣ A4	♣ KQ10	♣ 104	♣ 109

Lesson 3

Recapitulation Lesson 2: Quiz & Announce the winners

Subject

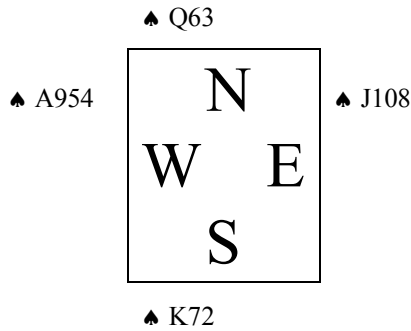
- ❖ Taking tricks, long suit and high card tricks

- ❖ Declarer counts 13 cards in each suit
- ❖ Opponents start with long suit
- ❖ Which card to lead: **Defence at a glance card**
- ❖ Talk about introduction of super suit next week

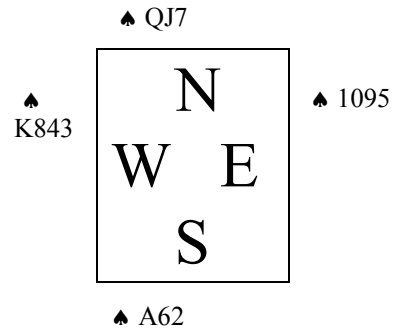
Practical:

Examples for Lesson 3: Defence at a glance card

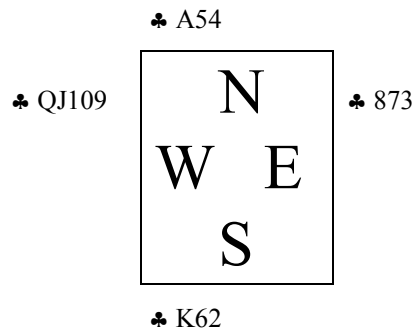
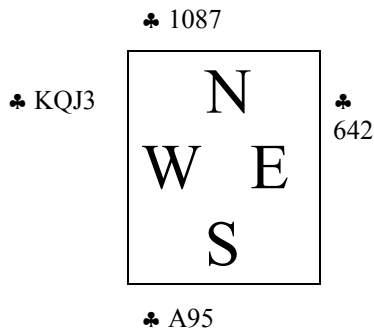
Why not to lead out unsupported Honours “Don’t waste an ace”



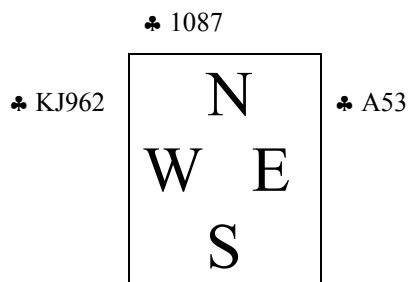
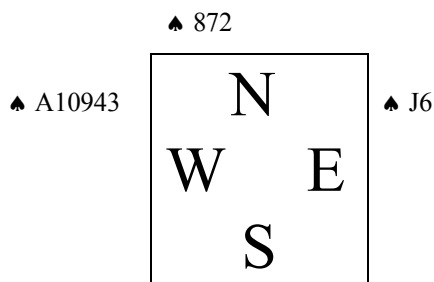
Leading your ace gives declarer an extra trick.
 Choose another suit.
 (Maybe partner can get in to lead this one)



So does leading a king!
 Note how a small card means you
 still make a trick whether you lead the suit or not



Note the difference when you have a **sequence**. Now you can lead the top card.



♠ KQ5

♣ Q4

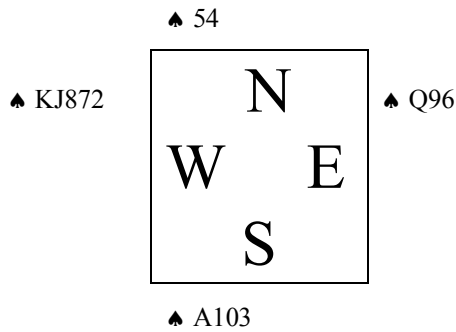
Against a no-trump contract we may lead away from an ace or any other honour in our longest suit

West leads a low card - hoping partner can get in. A low club lets the defence cash 5 tricks

Do not lead away from an ace in a trump contract

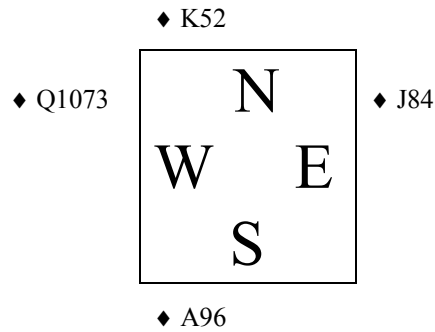
Third Hand High

“Third Man Does What He Can”



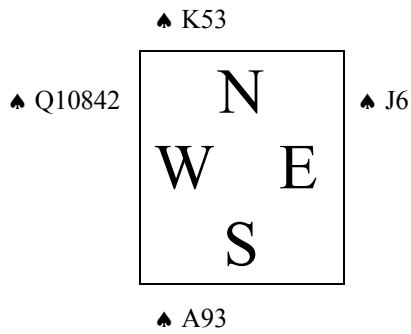
Third hand high

West leads ♠2, East must play ♠Q

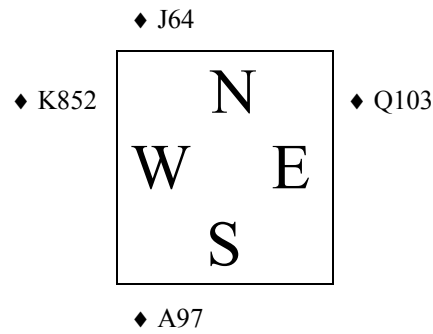


Playing small gives declarer 3 tricks

Playing the Jack gives only 2



If dummy plays low East must put in the Jack



An advanced example for Bright Classes

Play the lowest card that will force out an honour. The ten does the job when you can see the jack

SETTING UP LONG SUITS

The purpose of this play is to establish small cards as winners.

1. K742

AQ5

If the opponents' cards are divided 3-3 in this suit (36%) then, by playing the A, Q, K dummy's fourth card becomes a winner.

2. K742

AQ85

Here you hold eight cards in a suit so the prospect of setting up the 4th round is much brighter since a 3-2 division is more likely than 4-1 (68% vs. 28%)

3. AQ652

K4

Whenever the suit divides 3-3 you can take five tricks (36%). It is more likely to divide 4-2 (48%) so in order to establish the 5th round it will be necessary to surrender or give up the 4th. Note that you need to start with playing the King first (**HIGH CARD FROM THE SHORTER HOLDING**) or else the suit gets blocked.

4. AK8642

75

In this example you must lose at least one trick, but whenever the suit breaks 3-2 you will eventually make 5 tricks, provided you tackle the suit immediately. Note you have to lose a trick so why not the first one?

Assimilation

- ❖ Play with 4-6 prepared boards
- ❖ North notes the score
- ❖ Give quiz-homework

Lesson 4

Recapitulation (Quiz) Lesson 3: Announce the winners

Subject

- ❖ Trump suit/ super suit
- ❖ At least 8 cards in trump suit
- ❖ Choose: No trumps or Trumps
- ❖ Tip when playing
 - Playing trumps start playing trumps (draw)
 - Playing NT; start playing your longest suit
- ❖ Declarer scores 30 points for the 7th trick in ♥/♠
 - Plus 30 for each subsequent trick
- ❖ Declarer scores 20 points for the 7th trick in ♣/♦
 - Plus 20 for each subsequent trick
- ❖ If declarer makes less than 7 tricks, they lose 50 points for each trick less than 7 they make. Opponents get a plus score.

Practical

- ❖ Eight or more cards in one suit combining your hand and dummy
 - If answer yes then
 - In Major Suit play trumps
 - In minor suit is NT possible (Stops)
 - Yes – play in NT
 - No – play in a suit
 - If answer no play in NT

Assimilation

- ❖ Play with prepared Boards (minimum 4 with some being replayed in trump suit)
- ❖ North notes the score at the end of the hand
- ❖ Quiz as homework

Lesson 5

Recapitulation (Quiz) Lesson 4: Announce the winners

Subject

- ❖ Scorepoints NT, Major Suits, minor suits
- ❖ Game – 100 points + from winning tricks as declarer
- ❖ For game you need 25 picture points (27 in a minor)
- ❖ Denomination: Trumps or No Trumps
- ❖ Score points bonus for Game= 300
- ❖ Score points bonus for Partscore = 50

Practical

- ❖ Practice counting tricks & Points

Assimilation

- ❖ Playing 4 prepared boards
- ❖ Each Board has a score sheet
- ❖ North Fills it in
- ❖ East checks to see if it is correct

- ❖ Formula:
 - Eight or more cards in one suit combining your hand and dummy
 - If answer yes then
 - In Major Suit play trumps
 - In minor suit is NT possible (Stops)
 - Yes – play in NT
 - No – play in a suit
 - If answer no play in NT
 - Can he/she see enough tricks to make game or are there at least 25 picture points
 - If YES – Play game
 - If No – Don't play game

- ❖ Calculate the result
- ❖ Exam next week - revision

Lesson 6

Recapitulation Lesson 5: Mini Bridge Exam

Summary of Minibridge

- 1 **Shuffle** The player to the left of the dealer shuffles the pack
- 2 **Cut** The partner to the right of dealer cuts
- 3 **Deal** The dealer deals the cards into 4 equal piles of 13
- 4 **Sort** Each player sorts his cards into suits
- 5 **Count** Each player counts his High Card Points
- 6 **Announce** Starting with the dealer; each player announces how many high card points he has.
(A=4, K=3, Q=2, J=1)
- 7 **Declare** The partnership with more than 20 points between them becomes the declaring side.
Within that partnership the player with more points becomes declarer. His partner is
dummy
- 7 **Display** Dummy places his cards face upwards on the table with the suits in columns
- 8 **Contract** Declarer, after seeing partner's hand, bids the contract.
He selects *Trump* (♠, ♥, ♦, ♣) or *No trump*. (You need at least 8 cards in a trump suit)
Game or No Game
No Game = at least 7 tricks in your chosen denomination
Game in NT = 9 tricks
 ♠/♥ = 10 tricks
 ♦/♣ = 11 tricks
- 9 **Lead** The player on declarer's left leads to the first trick
- 10 **Tricks** After each trick is complete each player places his card
face downwards in front of him
 Upright ↑ when his side wins the trick
 Sideways ⇒ when his side loses the trick
- 11 **Score** At the end of the board North fills in the travelling score slip
 East checks the score

If declarer makes **enough** tricks for his contract he scores:

30 points for the 7th trick in ♠/♥, plus 30 for each subsequent trick

20 points for the 7th trick in ♦/♣, plus 20 for each subsequent trick

40 points for the 7th trick in NT, plus 30 for each subsequent trick.

In addition there is a partscore bonus of 50, and a game bonus of 300

If declarer does not make enough tricks for his contract he scores minus 50 points for each undertrick

Hands for Lesson 2

Play these hands in no-trump. Declarer & Dummy

Concentrate on the mechanics of turning cards and returning them correctly to the board

North Scores on Blackboard

Deal 2.1	♠ AK10 ♥ AKQ2 ♦ 9542 ♣ 53	Dealer North
♠ J87 ♥ 104 ♦ QJ106 ♣ QJ87	N W E S	♠ Q643 ♥ J976 ♦ 83 ♣ 964
	♠ 952 ♥ 853 ♦ AK7 ♣ AK102	

Deal 2.2	♠ J9865 ♥ 108 ♦ 64 ♣ J975	Dealer East
♠ 1072 ♥ 942 ♦ A53 ♣ AQ86	N W E S	♠ AKQ ♥ A7653 ♦ K102 ♣ K3
	♠ 43 ♥ KQJ ♦ QJ987 ♣ 1042	

Deal 2.3	♠ K3 ♥ A852 ♦ QJ2 ♣ 10854	Dealer South
♠ AQJ5 ♥ 64 ♦ AK96 ♣ K62	N W E S	♠ 10962 ♥ 1097 ♦ 1053 ♣ J97
	♠ 874 ♥ KQJ3 ♦ 874 ♣ AQ3	

Deal 2.4	♠ J1098 ♥ A92 ♦ J4 ♣ 10753	Dealer West
♠ KQ73 ♥ Q84 ♦ K753 ♣ AK	N W E S	♠ A5 ♥ KJ103 ♦ A82 ♣ QJ62
	♠ 642 ♥ 765 ♦ Q1096 ♣ 984	

Deal 2.5 ♠ QJ104 **Dealer North**
 ♥ KJ76
 ♦ 85
 ♣ A93

♠ A2 ♠ 765
 ♥ 83 ♥ AQ52
 ♦ KQ1032 ♦ J76
 ♣ K864 ♣ QJ10

N
W
E
S

♠ K983
 ♥ 1094
 ♦ A94
 ♣ 752

Deal 2.6 ♠ K1064 **Deal**
 ♥ A842 **er**
 ♦ 105 **East**
 ♣ J92

♠ A732 ♠ Q8
 ♥ 107 ♥ KQJ53
 ♦ A84 ♦ 9732
 ♣ 7643 ♣ K8

N
W
E

s

♠ J95
 ♥ 96
 ♦ KQJ6
 ♣ AQ105

Hands for Lesson 3

Minibridge hands

Deal 3.1	♠ J32 ♥ QJ108 ♦ QJ9 ♣ 984	Deale r N
♠ 74 ♥ K42 ♦ K754 ♣ QJ102	N W E S	♠ AK9 ♥ A765 ♦ A63 ♣ K75
	♠ Q10865 ♥ 93 ♦ 1082 ♣ A63	

East plays in no-trump
 South leads his *longest suit*, North plays *Third Hand High*

Deal 3.2	♠ A762 ♥ 943 ♦ 109 ♣ AK43	Deal er E
♠ 105 ♥ AQ6 ♦ KJ762 ♣ 1085	N W E S	♠ 9843 ♥ J108 ♦ Q54 ♣ 972
	♠ KQJ ♥ K752 ♦ A83 ♣ QJ6	

South plays in no-trump
 West leads his *longest suit*

Deal 3.3	♠ K10432 ♥ 985 ♦ A103 ♣ 108	Deale r S
♠ AJ9 ♥ KQJ6 ♦ Q97 ♣ AJ4	N W E S	♠ 87 ♥ 1072 ♦ K842 ♣ KQ72
	♠ Q65 ♥ A43 ♦ J65 ♣ 9653	

West plays in no-trump
 North leads his *longest suit*, South plays *Third Hand High*

Deal 3.4	♠ K98 ♥ A106 ♦ Q62 ♣ AQJ4	Deal er W
♠ Q753 ♥ 42 ♦ J75 ♣ 10875	N W E S	♠ 42 ♥ KQJ73 ♦ A1093 ♣ 62
	♠ AJ106 ♥ 985 ♦ K84 ♣ K93	

North plays in no-trump
 East leads *top* of his *sequence*

Deal 3.5	♠ K76 ♥ QJ102 ♦ K74 ♣ AJ2	Deale r N
♠ 952 ♥ 964 ♦ Q1085 ♣ 964	N W E	♠ QJ103 ♥ K87 ♦ AJ3 ♣ 753
	S ♠ A84 ♥ A53 ♦ 962 ♣ KQ108	

North plays in no-trump
Which is the *Work Suit*?

Deal 3.6	♠ 1096 ♥ A43 ♦ Q832 ♣ A75	Deal er E
♠ A74 ♥ Q92 ♦ 976 ♣ K1082	N W E	♠ K83 ♥ J1086 ♦ 1054 ♣ Q96
	S ♠ QJ52 ♥ K75 ♦ AKJ ♣ J43	

South plays in no-trump
West leads ♣2. East plays *Third Hand High*

Hands for Lesson 4

Minibridge hands

Deal 4.1	♠ 8 ♥ AK954 ♦ K62 ♣ 9543	Deale r N	♠ QJ62 ♥ Q102 ♦ Q874 ♣ J2	<div style="border: 1px solid black; padding: 5px; margin: 0 auto;"> N W E S </div>
	♠ AK954 ♥ J83 ♦ A3 ♣ KQ6			♠ 1073 ♥ 76 ♦ J1095 ♣ A1087

West plays in spades
North leads *A* from *AK*

Deal 4.2	♠ 1082 ♥ A52 ♦ J1042 ♣ J62	Deal er E	♠ AQ ♥ KQ1086 ♦ A83 ♣ K94	<div style="border: 1px solid black; padding: 5px; margin: 0 auto;"> N W E S </div>
	♠ K754 ♥ J97 ♦ Q76 ♣ A85			♠ J963 ♥ 43 ♦ K95 ♣ Q1073

East plays in hearts
South leads his *lowest* club
North plays *Third Hand High*

Deal 4.3	♠ K1096 ♥ Q8 ♦ J854 ♣ 843	Deale r S	♠ QJ82 ♥ A92 ♦ KQ2 ♣ 975	<div style="border: 1px solid black; padding: 5px; margin: 0 auto;"> N W E S </div>
	♠ 743 ♥ 1075 ♦ A63 ♣ AQJ10			♠ A5 ♥ KJ643 ♦ 1097 ♣ K62

East plays in no-trump
Finessing in the *Work Suit*

Deal 4.4	♠ 96 ♥ J1096 ♦ 76532 ♣ 75	Deal er W	♠ K853 ♥ AK7 ♦ 98 ♣ Q943	<div style="border: 1px solid black; padding: 5px; margin: 0 auto;"> N W E S </div>
	♠ AJ72 ♥ Q53 ♦ AK ♣ KJ102			♠ Q104 ♥ 842 ♦ QJ104 ♣ A86

West plays in spades
Drawing Trump with a *finesse*

Deal 4.5	♠ A106	Dealer N
	♥ KQ105	
	♦ J3	
	♣ 10643	
♠ 93	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ Q54
♥ 832		♥ A74
♦ Q86		♦ AK1095
♣ KQJ95		♣ A2
	♠ KJ872	
	♥ J96	
	♦ 742	
	♣ 87	

East plays in diamonds
Drawing Trump

Deal 4.6	♠ AQ1032	Dealer E
	♥ 543	
	♦ 5	
	♣ J1097	
♠ 9	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ 874
♥ AKQ97		♥ J1086
♦ AQ1043		♦ KJ9
♣ 83		♣ K64
	♠ KJ65	
	♥ 2	
	♦ 8762	
	♣ AQ52	

West plays in hearts
Drawing Trump

Hands for Lesson 5

Decide the Final Contract using Minibridge techniques

Deal 5.1	♠ KQ52 ♥ A43 ♦ K654 ♣ Q6	Deale r N	
♠ A86 ♥ J97 ♦ 10987 ♣ A74	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;"> N W E S </div>	♠ 973 ♥ Q105 ♦ A3 ♣ KJ532	
	♠ J104 ♥ K862 ♦ QJ2 ♣ 1098		

Deal 5.2	♠ 653 ♥ 94 ♦ 9864 ♣ K973	Deal er E	
♠ 974 ♥ AJ106 ♦ KJ ♣ AQJ2	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;"> N W E S </div>	♠ A82 ♥ K75 ♦ AQ103 ♣ 1086	
	♠ KQJ10 ♥ Q832 ♦ 752 ♣ 54		

Deal 5.3	♠ 32 ♥ K952 ♦ A103 ♣ KQ43	Deale r S	
♠ KJ965 ♥ 7 ♦ K86 ♣ 9872	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;"> N W E S </div>	♠ AQ1074 ♥ J103 ♦ 972 ♣ 105	
	♠ 8 ♥ AQ864 ♦ QJ54 ♣ AJ6		

Deal 5.4	♠ 98 ♥ 1074 ♦ AJ8 ♣ K9754	Deal er W	
♠ AK432 ♥ KQ653 ♦ 9 ♣ A6	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;"> N W E S </div>	♠ QJ5 ♥ J82 ♦ 10753 ♣ J83	
	♠ 1076 ♥ A9 ♦ KQ642 ♣ Q102		

Deal 5.5

♠ A65
♥ AQ5
♦ Q1074
♣ J107

**Deale
r N**

♠ QJ107
♥ 108
♦ A983
♣ 632

N
W
E
S

♠ 983
♥ 43
♦ KJ65
♣ A984

♠ K42
♥ KJ9762
♦ 2
♣ KQ5

Deal 5.6

♠ QJ1062
♥ 10872
♦ 73
♣ 107

**Deal
er E**

♠ 984
♥ K4
♦ AK1064
♣ AJ4

N
W
E
S

♠ 7
♥ AQJ
♦ QJ985
♣ K832

♠ AK53
♥ 9653
♦ 2
♣ Q965

Quiz 2

1) Which card is denoted by the letter “K”? _____

And which by the letter “J” _____

2) Write down the names of these cards in words:

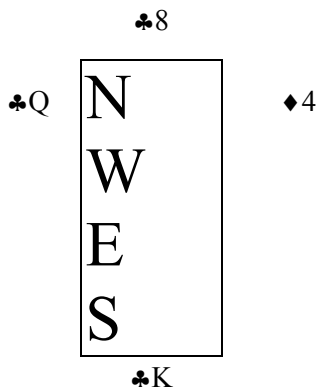
♠Q

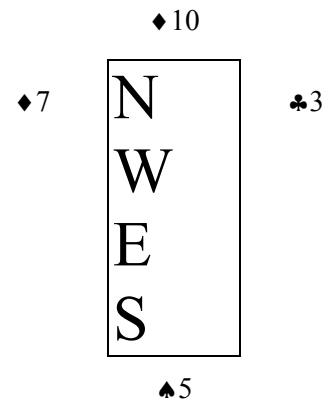
♥A

♣10

♦J

3) West has just won a trick, and leads to the next one.
You can see all four cards in the trick. Who has won the trick?





4) What is the Point Count of these hands?

a) ♠ KQ3
♥ J1062
♦ AJ3
♣ K64

b) ♠ AJ93
♥ AKJ3
♦ K6
♣ AQ4

c) ♠ -
♥ J10762
♦ KQJ53
♣ AQ2

d) ♠ K72
♥ J32
♦ Q1085
♣ KQ7

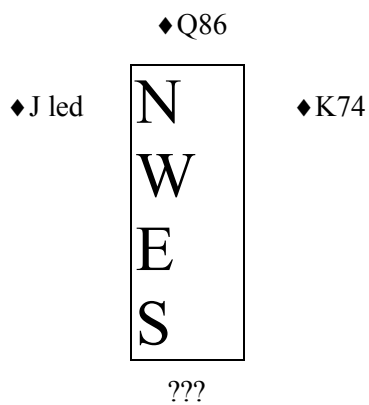
Quiz 3

- 1) Your Right Hand Opponent is declarer, the play begins and you are on lead. You decide to lead a heart.

Which card would you lead from these holdings?

- a) QJ102 _____
 b) K873 _____
 c) 982 _____

- 2) The contract is no-trump. South is declarer. You are East.



Your partner, West, leads ♦J, and South asks dummy to play ♦6

Which card do you play?

- 3) Once again the contract is no-trump, and South is declarer

You are West, and this is your hand

- ♠ J8
 ♥ Q9763
 ♦ AK2
 ♣ 985

Which card do you lead?

- 4) Same question with this West hand.

- ♠ Q107
 ♥ K54
 ♦ QJ105
 ♣ 1098

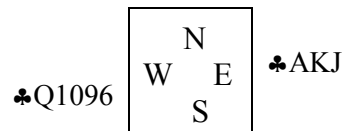
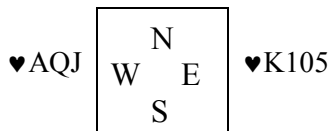
Which card do you lead?

Quiz 4

1) Who is declarer at Minibridge? _____

2) When will a board at Minibridge be played in no-trump? _____

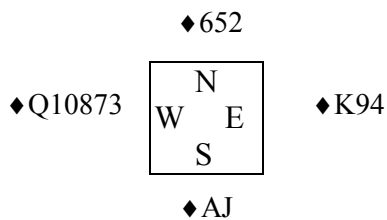
3) West is declarer and the denomination is No-trump



How many heart tricks can he make?
(Together with East)

In what order should he take his
four club tricks?

4) The board is being played in no-trump. South is declarer, and we look at the diamond suit only.

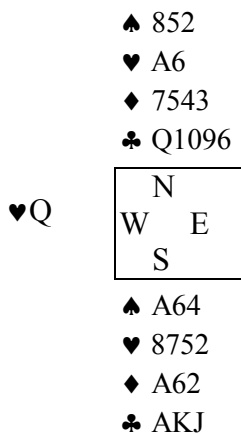


West leads ♦3.

South, the declarer, asks North to play ♦2

Which card should East play?

5) South is declarer in no-trump



West leads ♥Q

How many tricks can declarer make?

Appendix 3

BOARD SCORESHEET									
Pair Numbers		Denomination	Tricks Required	Lead	Result	Score		Match Points	
NS	EW					NS+	EW+	NS	EW

Declarer's Contract Formula:

Eight or more cards in one suit combining your hand and dummy

- If answer yes then
 - In Major Suit play trumps
 - In minor suit is NT possible (Stops)
 - Yes – play in NT
 - No – play in a suit
- If answer no play in NT

Can he/she see enough tricks to make game or are there at least 25 picture points

- If YES – Play game
- If No – Don't play game

Declarer's Contract Formula:

Eight or more cards in one suit combining your hand and dummy

- If answer yes then
 - In Major Suit play trumps
 - In minor suit is NT possible (Stops)
 - Yes – play in NT
 - No – play in a suit
- If answer no play in NT

Can he/she see enough tricks to make game or are there at least 25 picture points

- If YES – Play game
- If No – Don't play game

Contract Bridge Association Of Ireland

MINIBRIDGE EXAM

DIPLOMA 1

NAME: _____
SCHOOL: _____

DATE: _____
CLASS: _____

This test is multiple choice

Look at the three possible answers given to each question

Clearly mark the answer you think is correct

Good Luck!

1. How many suits are in a pack of cards?
a. 2
b. 4
c. 5

2. How many cards are in each suit?
a. 8
b. 13
c. 14

3. N You are South and
W E you are dealer
 S Who gets the 1st card?
a. Yourself
b. West
c. East

4. You hold the following cards in the spade suit:
♠ A Q J 9 4
How many points do you have in that suit?
a. 7
b. 8
c. 9

5. Spades are the trump suit. You have bid game.
How many tricks do you have to make?
a. 9
b. 10
c. 11

6. You play a hand in NT with no game bid.
How many tricks do you have to make?
a. 7
b. 9
c. 10

7. Diamonds are trumps. Declarer does not bid game but makes 12 tricks. What is the score?

a. +110
b. +410
c. +425

8. You nominate a super or trump suit. How many cards do you need in a suit to call it trumps?

a. 6
b. 7
c. 8

9. ♠KQ63 Declarer is South and Spades
 N are Trumps. How many trumps
W E have East-West got?
 S
 ♠A754

a. 5
b. 6
c. 7

10. ♥K543 Hearts are trumps. Declarer
 N leads Ace and then King
W E of hearts. Both East and West
 S play trumps. How many trumps do
 ♥A9762 East-West have left?

a. 0
b. 1
c. 2

11. ♣KJ987 Please look at the clubs suit held
 N by Declarer – South, and Dummy –
W E North. How many tricks can NS make
 S in this suit?
 ♣Q106

a. 4
b. 5
c. 7

12. ♠ QJ92
 ♥A87
 ♦Q976 South is Declarer

 ♣ 32

 N What will South choose
W E to play this hand in

 S

 ♠ K876 a. NT
 ♥K2 b. ♠ as trumps
 ♦AK42 c. ♦ as trumps
 ♣ A96

